

RECIPE: HOW TO COOK A GAME

Galaxy Defender | Serves: 1 happy coder | Time: ~1 hour

INGREDIENTS (set things up)

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| 1 | IMPORTS | - Bring in pygame (for graphics) and random (for surprises). |
| 2 | SETUP SCREEN | - Make an 800x600 window called Galaxy Defender + a clock. |
| 3 | COLOURS | - Give colours nice names: RED, GREEN, YELLOW, SPACE blue. |

METHOD (stir it together)

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|----------------|-------------------------|--|
| Step 4 | PLAYER | A rectangle near the bottom that moves left and right. |
| Step 5 | BULLETS | Start with an empty list. Bullets get added when you shoot. |
| Step 6 | ENEMIES | A loop creates 5 enemies at random spots above the screen. |
| Step 7 | SCORE & FONT | Set score=0, lives=3 and pick fonts to write on screen. |
| Step 8 | GAME STATES | Start screen, Playing, Game Over. One variable controls it. |
| Step 9 | HELPERS | reset_game() restarts everything. draw_text() writes on screen. |
| Step 10 | GAME LOOP | Repeats 60x/sec: read keys, move stuff, check hits, draw it all! |

Chef's tip: type the parts in order. Every recipe tastes better when you don't skip steps!